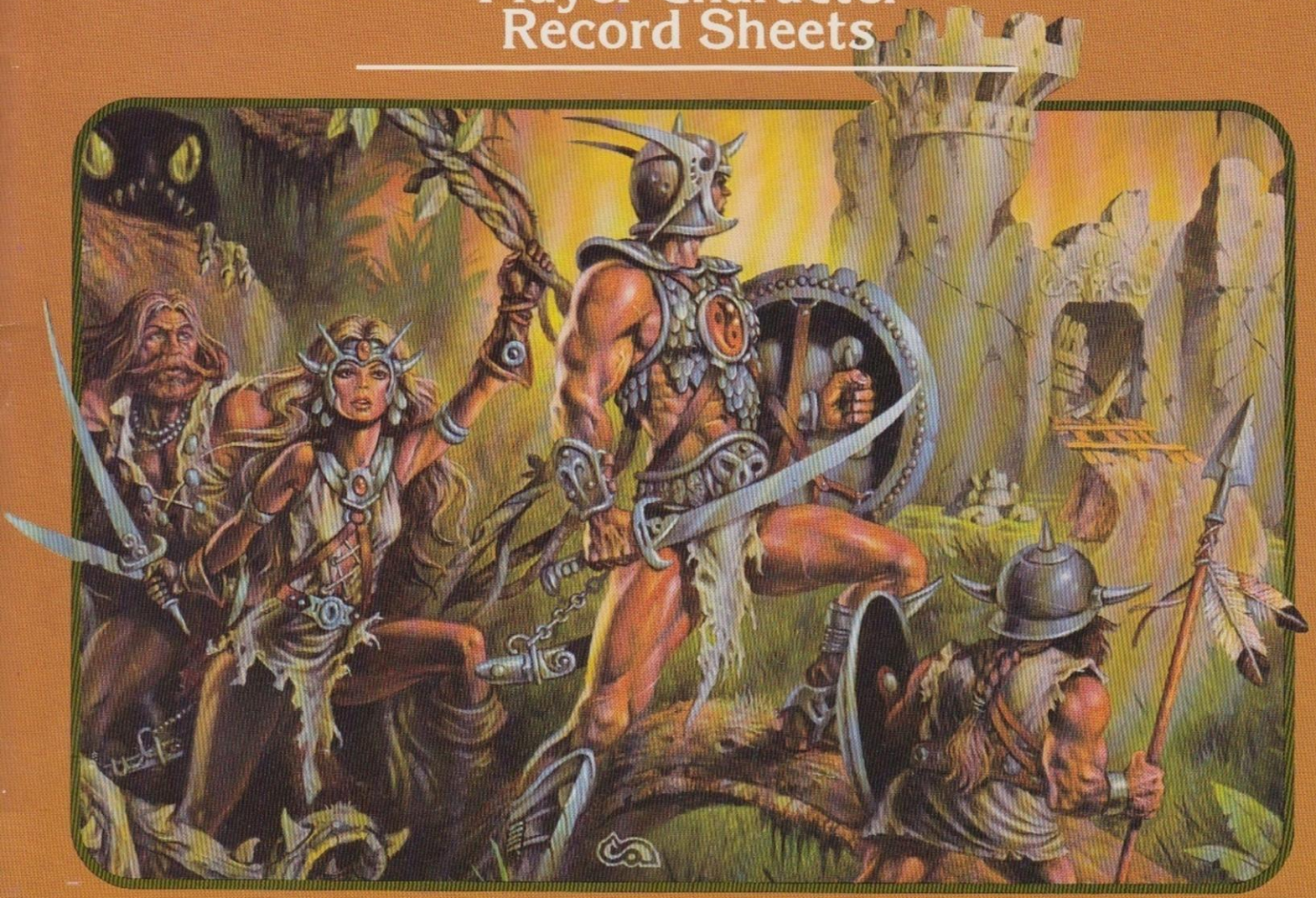
AC 5 A DUNGEONS & DRAGONS® Game Accessory 9037

DUNGEONS & DRAGONS®

Fantasy Adventure Game

Player Character Record Sheets



You'll never lose track of your D&D character with these Character Record Sheets. For use with DUNGEONS & DRAGONS Basic, Expert and Companion Role-Playing Games.

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DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

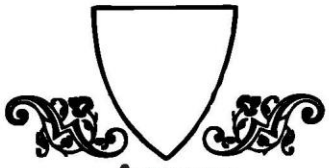
Dungeon Master

Character's Name

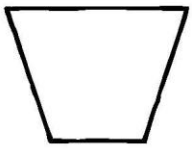
Alignment

Class

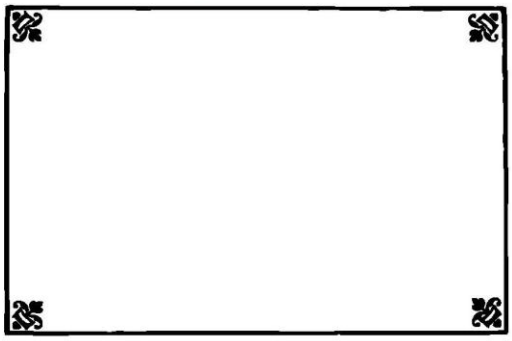
Level



Armor Class



Hit Points



Character Sketch or Symbol

ABILITIES:

	STRENGTH	adjustment
	INTELLIGENCE	adjustment
	WISDOM	adjustment
	DEXTERITY	adjustment
	CONSTITUTION	adjustment
	CHARISMA	adjustment

SAVING THROWS:

	POISON or DEATH RAY
	MAGIC WAND
	TURN TO STONE or PARALYSIS
	DRAGON BREATH
	SPELLS or MAGIC STAFF

SPECIAL ABILITIES

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

"TO HIT" ROLL NEEDED	AC: 9	8	7	6	5	4	3	2	1	0

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EQUIPMENT CARRIED

MAGIC ITEMS	NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE	EXPERIENCE
	Needed for next level: _____

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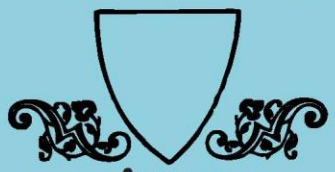

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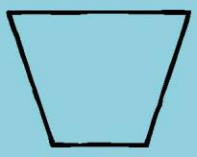

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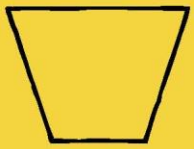

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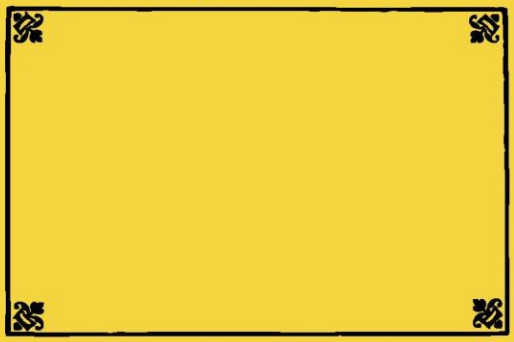

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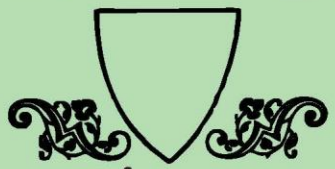

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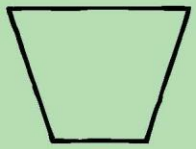

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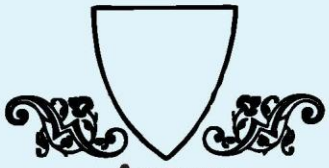

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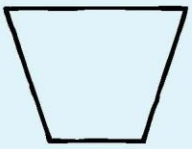

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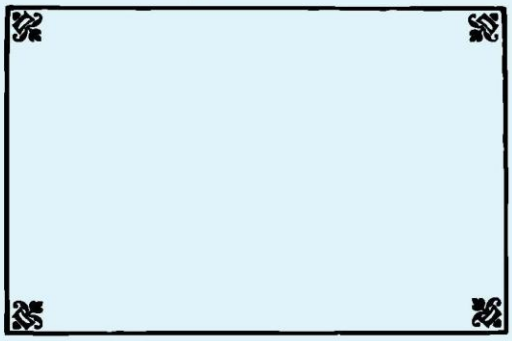

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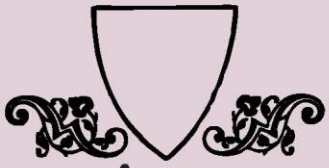

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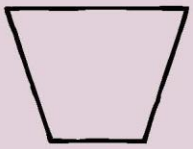

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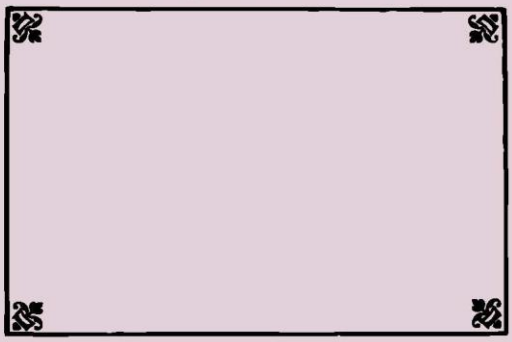

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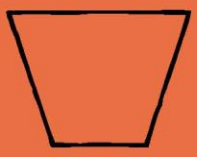

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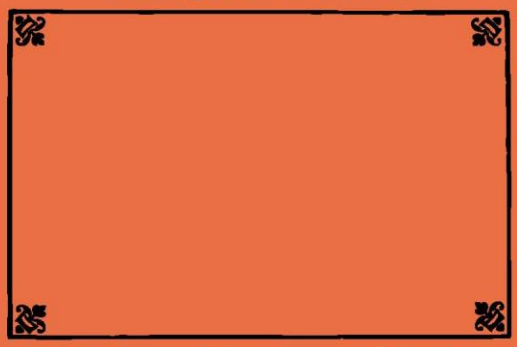

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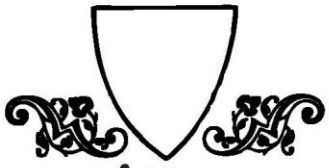

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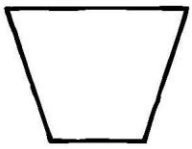

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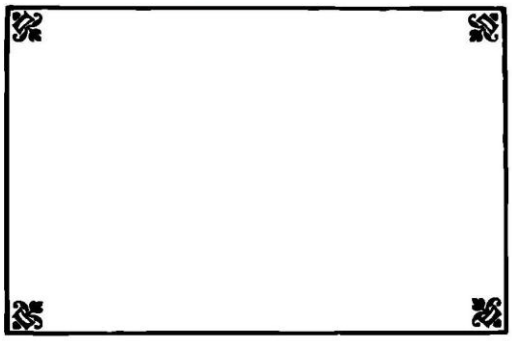

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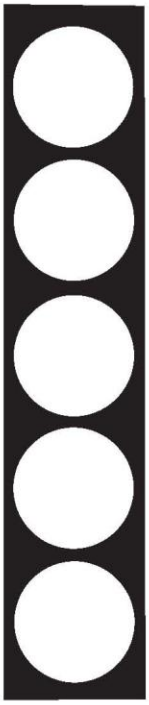

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D&D®

Fantasy Adventure Game

Player Character Record Sheets

Do you have trouble keeping track of your dwarf's hit points? Are you constantly checking to see what your thief's abilities are? Did your magic-user miss going up a level because you lost the piece of paper with all of his treasure on it? Well cast your gaze upon this item. At last, all of that valuable information has been placed on one sheet of paper.

These convenient record sheets display all of the most frequently used information that a player looks for when adventuring with a character. Everything you want to keep track of can be kept on these sheets. Ability scores, armor class, hit points, weapons, spells, treasure, equipment, magical items, saving throws, special abilities and even a combat table are placed at your fingertips.

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DUNGEONS & DRAGONS®

Official Game Accessory

PLAYER CHARACTER RECORD SHEETS

Now For Use With BASIC, EXPERT, COMPANION, and MASTERS rulesets!

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DUNGEONS & DRAGONS®
OFFICIAL GAME ACCESSORY

Lord Grimshar the Dour's Character Sheet

Simon McGruthe, player

Strength	To Hit/Dmg Adj.
18	+3/+3
Intelligence	Add. Lang.
12	—
Wisdom	Save Adj.
10	—
Dexterity	AC/Missile Adj.
8	-1
Constitution	HP Adj.
17	+2
Charisma	React Adj.
13	+1

 # To Hit AC 0 (THACO)
1 2 3 4 (5) 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

SAVING THROWS

Poison or Death Ray
1 2 3 (4) 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Magic Wands
1 2 3 4 (5) 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Turn to Stone or Paralysis
1 2 3 4 (5) 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Dragon Breath
1 2 3 4 (5) 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Spells, Rods, or Staves
1 2 3 4 5 (6) 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Wounds	HP
	75

AC	WR (Companion Rules)
-5	

Class/Lvl	X.P.
fighter/22	1,879,771

Alignment: Lawful

Special Abilities, Thief Abilities, or Turning Undead

Languages
Lawful
Common

Basic Weapon Mastery (Wpn, Mstr, Range, DMG, Defense, Special—from Masters ruleset)

1st	Sword					
1st	Dagger					
3rd	Battle Axe	BS	—	1D8	—	—
Expert Weapon Mastery						
6th	Sword					
9th	Dagger	SK	15/25/35	1D6	H:-1AC/1	X2 DAMAGE (20)
11th	Sword					
Companion Weapon Mastery						
15th	Sword	MS	—/5/10	P:2d8+4	H:-3AC/3	Deflect(2) Disarm (save+2)
23rd						
Masters Weapon Mastery						
30th						
36th						

Magical Items

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Spells or Equipment

1st	2nd	3rd	4th
Pack*			
Waterskin			
6 Iron Spikes			
Wooden Mallet			
50' Rope			
Checkerboard			
Checkers			

5th	6th	7th	8th

9th

Liege Lord (Companion Rules)	Sphere of Power (Masters Rules)	Immortal Sponsor (Masters Rules)
Lord Snowiz		

Equipment, Retainers and Notes

+4 Plate armor
+4 Medium shield
Helm
+5 Sword
+3 Dagger

Pack*
Standard rations

Treasure

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DUNGEONS & DRAGONS®

OFFICIAL GAME ACCESSORY

_____ 's Character Sheet

_____ , player

Strength	To Hit/Dmg Adj.
Intelligence	Add. Lang.
Wisdom	Save Adj.
Dexterity	AC/Missile Adj.
Constitution	HP Adj.
Charisma	React Adj.

 # To Hit AC 0 (THACO)

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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Dragon Breath

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Spells, Rods, or Staves

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Wounds	HP

AC	WR (Companion Rules)

Class/Lvl	X.P.

Alignment

Special Abilities, Thief Abilities, or Turning Undead

Languages

Basic Weapon Mastery (Wpn, Mstr, Range, DMG, Defense, Special—from Masters ruleset)

1st _____ _____ _____ _____ _____ _____

1st _____ _____ _____ _____ _____ _____

3rd

Expert Weapon Mastery

6th _____ _____ _____ _____ _____ _____

9th _____ _____ _____ _____ _____ _____

11th

Companion Weapon Mastery

15th _____ _____ _____ _____ _____ _____

23rd

Masters Weapon Mastery

30th _____ _____ _____ _____ _____ _____

36th

Magical Items

_____ _____ _____ _____ _____ _____

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Spells or Equipment 1st	2nd	3rd	4th

5th	6th	7th	8th

9th

Liege Lord (Companion Rules)	Sphere of Power (Masters Rules)	Immortal Sponsor (Masters Rules)

Equipment, Retainers and Notes	Treasure

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MAGIC USER AND ELF SPELL BOOK

Character: _____ **Player:** _____

FIRST LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PERSON (R: 120′, D: sp, E: 1 person	_____
_____	DETECT MAGIC (R: 0, D: 2 turns, E: 60′ r.)	_____
_____	FLOATING DISK (R: 0, D: 6 turns, E: 6′)	_____
_____	HOLD PORTAL (R: 10′, D: 2-12t., E: 1 door	_____
_____	LIGHT* (R: 120′, D: 6t. + 1t/lvl, E: 30′ d)	_____
_____	MAGIC MISSILE (R: 150′, D: 1t., E: sp)	_____

SECOND LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINUAL LIGHT* (R: 120′, D: P, E: 60′ d.)	_____
_____	DETECT EVIL (R: 60′, D: 2t., E: 60′ r.)	_____
_____	DETECT INVISIBLE (R: 10′/lvl, D: 2t., E: MU)	_____
_____	ESP* (R: 60′, D: 12t., E: sp)	_____
_____	INVISIBILITY (R: 240′, D: sp, E: 1 person)	_____
_____	KNOCK (R: 60′, D: sp, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLAIRVOYANCE (R: 60′, D: 12t., E: sp)	_____
_____	DISPEL MAGIC (R: 120′, D: P, E: 20′ cube)	_____
_____	FIRE BALL (R: 240′, D: Inst., E: 40′ d.)	_____
_____	FLY (R: touch, D: 1-6t. + 1t/lvl, E: 1 person)	_____
_____	HASTE* (240′, D: 3t., E: 24 creatures)	_____
_____	HOLD PERSON* (R: 120′, D: 1t./lvl, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM MONSTER (R: 120′, D: sp, E: sp)	_____
_____	CONFUSION (R: 120′, D: 12r., E: sp)	_____
_____	DIMENSION DOOR (R: 10′, D: 1r., E: 1 creature)	_____
_____	GROWTH OF PLANTS* (R: 120′, D: sp, E: 3000 sq. ft.)	_____
_____	HALLUCINATORY TERRAIN (R: 240′, D: sp, E: sp)	_____
_____	ICE STORM/WALL (R: 120′, D: sp, E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANIMATE DEAD (R: 60′, D: P, E: sp)	_____
_____	CLOUDKILL (R: 1′, D: 6t., E: sp)	_____
_____	CONJURE ELEMENTAL (R: 240′, D: C, E: 16 HD)	_____
_____	CONTACT OUTER PLANE (R: 0, D: sp, E: 3-12 quest.)	_____
_____	DISSOLVE* (R: 120′, D: 3-18 days, E: 3000 sq. ft.)	_____
_____	FEEBLEMIND (R: 240′, D: P, E: sp)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANTI-MAGIC SHELL (R: 0, D: 12t., E: sp)	_____
_____	DEATH SPELL (R: 240′, D: Inst., E: sp)	_____
_____	DISINTEGRATE (R: 60′, D: Inst., E: 1 item)	_____
_____	GEAS* (R: 30′, D: sp, E: 1 creature)	_____
_____	INVISIBLE STALKER (R: 0, D: sp, E: 1 stalker)	_____
_____	LOWER WATER (R: 240′, D: 10t., E: ½ depth)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PLANT (R: 120′, D: 3 months, E: sp)	_____
_____	CREATE NORMAL MONSTERS (R: 30′, D: 1t., E: sp)	_____
_____	DELAYED BLAST FIRE BALL (R: 240′, D: sp, E: 20′ r.)	_____
_____	LORE (R: 0, D: P, E: 1 item)	_____
_____	MAGIC DOOR* (R: 10′, D: 7 uses, E: sp)	_____
_____	MASS INVISIBILITY* (R: 240′, D: P, E: sp)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLONE (R: 10′, D: P, E: 1 clone)	_____
_____	CREATE MAGICAL MONSTERS (R: 60′, D: 2t., E: sp)	_____
_____	DANCE (R: T, D: sp, E: 1 creature)	_____
_____	EXPLOSIVE CLOUD (R: 1′, D: 6t., E: sp)	_____
_____	FORCE FIELD (R: 120′, D: 6t., E: sp)	_____
_____	MASS CHARM* (R: 120′, D: sp, E: 30 levels)	_____

NINTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINGENCY (R: T, D: sp, E: sp)	_____
_____	CREATE ANY MONSTER (R: 90′, D: 3t., E: sp)	_____
_____	GATE* (R: 30′, D: sp, E: 1 gate	_____
_____	HEAL* (R: T, D: P, E: sp)	_____
_____	IMMUNITY (R: T, D: 1t./level, E: sp)	_____
_____	MAZE (R: 60′, D: sp, E: 1 creature	_____

FIRST LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	PROTECTION FROM EVIL (R: 0, D: 6t., E: MU)	_____
_____	READ LANGUAGE (R: 0, D: 6t., E: MU)	_____
_____	READ MAGIC (R: 0, D: 1t., E: MU)	_____
_____	SHIELD (R: 240′, D: 2t., E: MU)	_____
_____	SLEEP (R: 240′, D: 4-16t., E: sp)	_____
_____	VENTRILOQUISM (R: 60′, D: 2t., E: 1 item)	_____

SECOND LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	LEVITATE (R: 0, D: 6t. + 1t/level, E: MU)	_____
_____	LOCATE OBJECT (R: 60′ + 10′/level, D: 2t., E: 1 obj.)	_____
_____	MIRROR IMAGE (R: 0, D: 6t., E: MU)	_____
_____	PHANTASMAL FORCE (R: 240′, D: C, E: 20′ cube)	_____
_____	WEB (R: 10′, D: 48t., E: 10′ cube)	_____
_____	WIZARD LOCK (R: 10′, D: P, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	INFRAVISION (R: touch, D: 1 day, E: 1 creature)	_____
_____	INVISIBILITY 10′ RADIUS (R: 120′, D: sp, E: 10′ r.)	_____
_____	LIGHTNING BOLT (R: 180′, D: Inst., E: sp)	_____
_____	PROTECTION FROM EVIL 10′ R. (R: 0, D: 12t., E: sp)	_____
_____	PROT. FROM NORMAL MISSILES (R: 30′, D: 12t., E: 1)	_____
_____	WATER BREATHING (R: 30′, D: 1 day, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MASSMORPH (R: 240′, D: sp, E: sp)	_____
_____	POLYMORPH OTHER (R: 60′, D: P, E: 1 creature)	_____
_____	POLYMORPH SELF (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____
_____	WALL OF FIRE (R: 60′, D: C, E: 1200 sq. ft.)	_____
_____	WIZARD EYE (R: 240′, D: 6t., E; sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	HOLD MONSTER* (R: 120′, D: 6t. + 1t./ lvl, E: 1-4)	_____
_____	MAGIC JAR (R: 30′, D: sp, E: 1 body)	_____
_____	PASS-WALL (R: 30′, D: 3t., E: 10′ deep)	_____
_____	TELEKINESIS (R: 120′, D: 6r., E: 200cn/lvl)	_____
_____	TELEPORT (R: 10′, D: Inst., E: 1 creature)	_____
_____	WALL OF STONE (R: 60′, D: sp, E: 1000 cubic ft.)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MOVE EARTH (R: 240′, D: 6t., E: sp)	_____
_____	PROJECTED IMAGE (R: 240′, D: 6t., E: 1 image)	_____
_____	REINCARNATION (R: 10′, D: P, E: sp)	_____
_____	STONE TO FLESH (R: 120′, D: P, E: 1 item	_____
_____	WALL OF IRON (R: 120′, D: P, E: 500 sq. ft.)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	POWER WORD STUN (R: 120′, D: sp, E: sp)	_____
_____	REVERSE GRAVITY (R: 90′, D: sp, E: 30 cu. ft.)	_____
_____	STATUE (R: 0, D: 2t./lvl, E: sp)	_____
_____	SUMMON OBJECT (R: sp, D: Inst., E: 1 item)	_____
_____	SWORD (R: 30′, D: 1r./lvl, E: sp)	_____
_____	TELEPORT ANY OBJECT (R: T, D: Inst., E: 1 item)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MIND BARRIER* (R: 10′, D: 1hr./lvl, E: sp)	_____
_____	PERMANENCE (R: 10′, D: P, E: 1 effect)	_____
_____	POLYMORPH ANY OBJECT (R: 240′, D: sp, E: 1 item)	_____
_____	POWER WORD BLIND (R: 120′, D: sp, E: sp)	_____
_____	SYMBOL (R: T, D: P, E: 1 symbol)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

NINTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	METEOR SWARM (R: 240′, D: Inst., E: sp)	_____
_____	POWER WORD KILL (R: 120′, D: Inst., E: sp)	_____
_____	PRISMATIC WALL (R: 60′, D: 6t., E: sp)	_____
_____	SHAPECHANGE (R: 0, D: 1t./lvl, E: sp)	_____
_____	TIMESTOP (R: 0, D: 2-5r., E: sp)	_____
_____	WISH (R: sp, D: sp, E: sp)	_____

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CLERIC/DRUID SPELL LIST

Character: _____ **Player:** _____

LEVEL ONE SPELLS:

Prayed For	Spell	Available
_____	CURE LIGHT WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DETECT EVIL (R: 120′, D: 6t., E: sp)	_____
_____	DETECT MAGIC (R: 0, D: 2t., E: within 60′)	_____
_____	LIGHT (R: 120′, D: 12t., E: 30′ d.)	_____
_____	PROTECTION FROM EVIL (R: 0, D: 12t., E: CL)	_____
_____	PURIFY FOOD AND WATER (R: 10′, D: P, E: sp)	_____

LEVEL TWO SPELLS:

Prayed For	Spell	Available
_____	BLESS* (R: 60′, D: 6t., E: 20′ sq.)	_____
_____	FIND TRAPS (R: 0, D: 2t., E: traps within 30′)	_____
_____	HOLD PERSON* (R: 180, D: 2t., E: 1 creature)	_____
_____	KNOW ALIGNMENT* (R: 0, D: 1r., E: sp)	_____
_____	RESIST FIRE (R: 30′, D: 2t., E: 1 creature)	_____
_____	SILENCE 15′ RADIUS (R: 180′, D: 12t., E: 30′ d.)	_____

LEVEL THREE SPELLS:

Prayed For	Spell	Available
_____	CONTINUAL LIGHT* (R: 120′, D: P, E: 60′ sphere)	_____
_____	CURE BLINDNESS (R: T, D: P, E: 1 creature)	_____
_____	CURE DISEASE* (R: 30′, D: P, E: 1 creature)	_____
_____	GROWTH OF ANIMAL (R: 120′, D: 12t., E: sp)	_____
_____	LOCATE OBJECT (R: 0, D: 6t., E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____

LEVEL FOUR SPELLS:

Prayed For	Spell	Available
_____	ANIMATE DEAD (R: 60′, D: P, E: sp)	_____
_____	CREATE WATER (R: 10′, D: 6t., E: sp)	_____
_____	CURE SERIOUS WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DISPEL MAGIC (R: 120′, D: P, E: 20′ cube)	_____
_____	NEUTRALIZE POISON* (R: T, D: P, E: sp)	_____
_____	PROTECTION FROM EVIL 10′ R. (R: 0, D: 12t., E: sp)	_____

LEVEL FIVE SPELLS:

Prayed For	Spell	Available
_____	COMMUNE (R: 0, D: 3t., E: 3 questions)	_____
_____	CREATE FOOD (R: 10′, D: P, E: sp)	_____
_____	DISPEL EVIL (R: 30′, D: 1t., E: sp)	_____
_____	INSECT PLAGUE (R: 480′, D: 1 day, E: 1 30′ swarm)	_____
_____	QUEST* (R: 30′, D: sp, E: sp)	_____
_____	RAISE DEAD* (R: 120′, D: P, E: sp)	_____

LEVEL SIX SPELLS:

Prayed For	Spell	Available
_____	ANIMATE OBJECTS (R: 60′, D: 6t., E: sp)	_____
_____	FIND THE PATH (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	SPEAK WITH MONSTERS* (R: 0/60′, D: 1r./ lvl, E: sp)	_____
_____	WORD OF RECALL (R: 0, D: Inst., E: sp)	_____
_____	AERIAL SERVANT (R: 60′, D: 1 day/lvl, E: sp)	_____
_____	BARRIER* (R: 60′, D: 12t., E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	EARTHQUAKE (R: 120 yds., D: 1t., E: sp)	_____
_____	HOLY WORD (R: 0, D: Inst., E: sp)	_____
_____	RAISE DEAD FULLY* (R: 60′, D: P, E: sp)	_____
_____	RESTORE* (R: T, D: P, E: sp)	_____
_____	SURVIVAL (R: T, D: 1hr./lvl, E: sp)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

FIRST LEVEL SPELLS:

Prayed For	Spell	Available
_____	REMOVE FEAR* (R: T, D: 2t., E: sp)	_____
_____	RESIST COLD (R: 0, D: 6t., E: within 30′)	_____
_____	FAERIE FIRE (R: 60′, D: 1r./lvl, E: sp)	_____
_____	LOCATE (R: 0, D: 6t., E: sp)	_____
_____	PREDICT WEATHER (R: 0, D: 12hrs., E: sp)	_____
_____	DETECT DANGER (R: 5 ft./lvl, D: 1hr., E: sp)	_____

SECOND LEVEL SPELLS:

Prayed For	Spell	Available
_____	SNAKE CHARM (R: 60′, D: 2-5r. OR t., E: sp)	_____
_____	SPEAK WITH ANIMALS (R: 0, D: 6t., E: sp)	_____
_____	OBSCURE (R: 0, D: 1t./lvl, E: sp)	_____
_____	PRODUCE FIRE (R: 0, D; 2t./lvl, E: sp)	_____
_____	WARP WOOD (R: 240′, D: P, E: sp)	_____
_____	HEAT METAL (R: 30′, D: 7r., E: sp)	_____

THIRD LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH THE DEAD (R: 10′, D: 1r./lvl, E: sp)	_____
_____	STRIKING (R: 30′, D: 1t., E: 1 weapon)	_____
_____	CALL LIGHTNING (R: 360′, D: 1t./lvl, E: 8d6 damage)	_____
_____	HOLD ANIMAL (R: 180′, D: 1t./lvl, E: sp)	_____
_____	WATER BREATHING (R: 30′, D: 1 day, E: 1 creature)	_____
_____	PROTECTION FROM POISON (R: T, D: 1t./lvl, E: sp)	_____

FOURTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH PLANTS (R: 0, D: 3t., E: sp)	_____
_____	STICKS TO SNAKES (R: 120′, D: 6t., E: sp)	_____
_____	CONTROL TEMP. 10′ RADIUS (R: 0, D: 1t./lvl, E: sp)	_____
_____	PLANT DOOR (R: 0, D: 1t./lvl, E: sp)	_____
_____	PROTECTION FROM LIGHTNING (R: T, D: 1t./lvl, E: sp)	_____
_____	SUMMON ANIMALS (R: 360′, D: 3t., E: sp)	_____

FIFTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CURE CRITICAL WOUNDS* (R: T, D: P, E: 3d6 + 3 HP)	_____
_____	TRUESIGHT (R: 0, D: 1t. + 1r/lvl, E: sp)	_____
_____	ANTI-PLANT SHELL (R: 0, D: 1r/lvl, E: sp)	_____
_____	CONTROL WINDS (R: 10′r./lvl, D: 1t./ lvl, E: sp)	_____
_____	PASS PLANT (R: 0, D: Inst., E: sp)	_____
_____	DISSOLVE (R: 240′, D: 3d6 days, E: sp)	_____

SIXTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CREATE NORMAL ANIMALS (R: 30′, D: 10t., E: 1/3/6)	_____
_____	CUREALL (R: T, D: P, E: sp)	_____
_____	ANTI-ANIMAL SHELL (R: 0, D: 1t./lvl, E: sp)	_____
_____	TRANSPORT THROUGH PLANTS (R: Infinite, D: Inst.,)	_____
_____	SUMMON WEATHER (R: 5 Miles +, D: 6t./lvl, E: sp)	_____
_____	TURN WOOD (R: 30′, D: 1t./lvl, E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	WISH (R: sp, D: sp, E: sp)	_____
_____	WIZARDRY (R: 0, D: 1t., E: sp)	_____
_____	CREEPING DOOM (R: 120′, D: 1r./lvl, E: sp)	_____
_____	METAL TO WOOD (R: 120′, D: P, E: sp)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____
_____	SUMMON ELEMENTAL (R: 240′, D: 6t., E: 16 HD)	_____

Note: this listing includes all spells that appear in the D&D Basic, Expert, Companion, and Masters rulesets.

ABBREVIATIONS:

R: RANGE
T...Touch
sp..special

D: DURATION
P...Permanent
C...Concentration

E: EFFECT
r ... radius
d ... diameter
Inst ... Instantaneous
r., ... round(s)
t., ... turn(s)
lvl ... level
cu ... cubic
sp ... special
/ ... per (level)

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DUNGEONS & DRAGONS®
OFFICIAL GAME ACCESSORY

_____'s Character Sheet

_____, player

Strength	To Hit/Dmg Adj.
Intelligence	Add. Lang.
Wisdom	Save Adj.
Dexterity	AC/Missile Adj.
Constitution	HP Adj.
Charisma	React Adj.

 # To Hit AC 0 (THACO)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

SAVING THROWS

Poison or Death Ray
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Magic Wands
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Turn to Stone or Paralysis
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Dragon Breath
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Spells, Rods, or Staves
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Wounds	HP

AC	WR (Companion Rules)

Class/Lvl	X.P.

Alignment

Special Abilities, Thief Abilities, or Turning Undead

Languages

Basic Weapon Mastery (Wpn, Mstr, Range, DMG, Defense, Special—from Masters ruleset)

1st _____ _____ _____ _____ _____ _____

1st _____ _____ _____ _____ _____ _____

3rd

Expert Weapon Mastery

6th _____ _____ _____ _____ _____ _____

9th _____ _____ _____ _____ _____ _____

11th

Companion Weapon Mastery

15th _____ _____ _____ _____ _____ _____

23rd

Masters Weapon Mastery

30th _____ _____ _____ _____ _____ _____

36th

Magical Items

_____ _____ _____ _____ _____ _____

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Spells or Equipment 1st	2nd	3rd	4th

5th	6th	7th	8th

9th

Liege Lord (Companion Rules)	Sphere of Power (Masters Rules)	Immortal Sponsor (Masters Rules)

Equipment, Retainers and Notes	Treasure

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MAGIC USER AND ELF SPELL BOOK

Character: _____ **Player:** _____

FIRST LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PERSON (R: 120', D: sp, E: 1 person	_____
_____	DETECT MAGIC (R: 0, D: 2 turns, E: 60' r.)	_____
_____	FLOATING DISK (R: 0, D: 6 turns, E: 6')	_____
_____	HOLD PORTAL (R: 10', D: 2-12t., E: 1 door	_____
_____	LIGHT* (R: 120', D: 6t. + 1t/lvl, E: 30' d)	_____
_____	MAGIC MISSILE (R: 150', D: 1t., E: sp)	_____

SECOND LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' d.)	_____
_____	DETECT EVIL (R: 60', D: 2t., E: 60' r.)	_____
_____	DETECT INVISIBLE (R: 10'/lvl, D: 2t., E: MU)	_____
_____	ESP* (R: 60', D: 12t., E: sp)	_____
_____	INVISIBILITY (R: 240', D: sp, E: 1 person)	_____
_____	KNOCK (R: 60', D: sp, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLAIRVOYANCE (R: 60', D: 12t., E: sp)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	FIRE BALL (R: 240', D: Inst., E: 40' d.)	_____
_____	FLY (R: touch, D: 1-6t. + 1t/lvl, E: 1 person)	_____
_____	HASTE* (240', D: 3t., E: 24 creatures)	_____
_____	HOLD PERSON* (R: 120', D: 1t./lvl, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM MONSTER (R: 120', D: sp, E: sp)	_____
_____	CONFUSION (R: 120', D: 12r., E: sp)	_____
_____	DIMENSION DOOR (R: 10', D: 1r., E: 1 creature)	_____
_____	GROWTH OF PLANTS* (R: 120', D: sp, E: 3000 sq. ft.)	_____
_____	HALLUCINATORY TERRAIN (R: 240', D: sp, E: sp)	_____
_____	ICE STORM/WALL (R: 120', D: sp, E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CLOUDKILL (R: 1', D: 6t., E: sp)	_____
_____	CONJURE ELEMENTAL (R: 240', D: C, E: 16 HD)	_____
_____	CONTACT OUTER PLANE (R: 0, D: sp, E: 3-12 quest.)	_____
_____	DISSOLVE* (R: 120', D: 3-18 days, E: 3000 sq. ft.)	_____
_____	FEEBLEMIND (R: 240', D: P, E: sp)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANTI-MAGIC SHELL (R: 0, D: 12t., E: sp)	_____
_____	DEATH SPELL (R: 240', D: Inst., E: sp)	_____
_____	DISINTEGRATE (R: 60', D: Inst., E: 1 item)	_____
_____	GEAS* (R: 30', D: sp, E: 1 creature)	_____
_____	INVISIBLE STALKER (R: 0, D: sp, E: 1 stalker)	_____
_____	LOWER WATER (R: 240', D: 10t., E: ½ depth)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PLANT (R: 120', D: 3 months, E: sp)	_____
_____	CREATE NORMAL MONSTERS (R: 30', D: 1t., E: sp)	_____
_____	DELAYED BLAST FIRE BALL (R: 240', D: sp, E: 20' r.)	_____
_____	LORE (R: 0, D: P, E: 1 item)	_____
_____	MAGIC DOOR* (R: 10', D: 7 uses, E: sp)	_____
_____	MASS INVISIBILITY* (R: 240', D: P, E: sp)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLONE (R: 10', D: P, E: 1 clone)	_____
_____	CREATE MAGICAL MONSTERS (R: 60', D: 2t., E: sp)	_____
_____	DANCE (R: T, D: sp, E: 1 creature)	_____
_____	EXPLOSIVE CLOUD (R: 1', D: 6t., E: sp)	_____
_____	FORCE FIELD (R: 120', D: 6t., E: sp)	_____
_____	MASS CHARM* (R: 120', D: sp, E: 30 levels)	_____

NINTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINGENCY (R: T, D: sp, E: sp)	_____
_____	CREATE ANY MONSTER (R: 90', D: 3t., E: sp)	_____
_____	GATE* (R: 30', D: sp, E: 1 gate	_____
_____	HEAL* (R: T, D: P, E: sp)	_____
_____	IMMUNITY (R: T, D: 1t./level, E: sp)	_____
_____	MAZE (R: 60', D: sp, E: 1 creature	_____

FIRST LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	PROTECTION FROM EVIL (R: 0, D: 6t., E: MU)	_____
_____	READ LANGUAGE (R: 0, D: 6t., E: MU)	_____
_____	READ MAGIC (R: 0, D: 1t., E: MU)	_____
_____	SHIELD (R: 240', D: 2t., E: MU)	_____
_____	SLEEP (R: 240', D: 4-16t., E: sp)	_____
_____	VENTRILOQUISM (R: 60', D: 2t., E: 1 item)	_____

SECOND LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	LEVITATE (R: 0, D: 6t. + 1t/level, E: MU)	_____
_____	LOCATE OBJECT (R: 60' + 10'/level, D: 2t., E: 1 obj.)	_____
_____	MIRROR IMAGE (R: 0, D: 6t., E: MU)	_____
_____	PHANTASMAL FORCE (R: 240', D: C, E: 20' cube)	_____
_____	WEB (R: 10', D: 48t., E: 10' cube)	_____
_____	WIZARD LOCK (R: 10', D: P, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	INFRAVISION (R: touch, D: 1 day, E: 1 creature)	_____
_____	INVISIBILITY 10' RADIUS (R: 120', D: sp, E: 10' r.)	_____
_____	LIGHTNING BOLT (R: 180', D: Inst., E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____
_____	PROT. FROM NORMAL MISSILES (R: 30', D: 12t., E: 1)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MASSMORPH (R: 240', D: sp, E: sp)	_____
_____	POLYMORPH OTHER (R: 60', D: P, E: 1 creature)	_____
_____	POLYMORPH SELF (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____
_____	WALL OF FIRE (R: 60', D: C, E: 1200 sq. ft.)	_____
_____	WIZARD EYE (R: 240', D: 6t., E; sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	HOLD MONSTER* (R: 120', D: 6t. + 1t./ lvl, E: 1-4)	_____
_____	MAGIC JAR (R: 30', D: sp, E: 1 body)	_____
_____	PASS-WALL (R: 30', D: 3t., E: 10' deep)	_____
_____	TELEKINESIS (R: 120', D: 6r., E: 200cn/lvl)	_____
_____	TELEPORT (R: 10', D: Inst., E: 1 creature)	_____
_____	WALL OF STONE (R: 60', D: sp, E: 1000 cubic ft.)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MOVE EARTH (R: 240', D: 6t., E: sp)	_____
_____	PROJECTED IMAGE (R: 240', D: 6t., E: 1 image)	_____
_____	REINCARNATION (R: 10', D: P, E: sp)	_____
_____	STONE TO FLESH (R: 120', D: P, E: 1 item	_____
_____	WALL OF IRON (R: 120', D: P, E: 500 sq. ft.)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	POWER WORD STUN (R: 120', D: sp, E: sp)	_____
_____	REVERSE GRAVITY (R: 90', D: sp, E: 30 cu. ft.)	_____
_____	STATUE (R: 0, D: 2t./lvl, E: sp)	_____
_____	SUMMON OBJECT (R: sp, D: Inst., E: 1 item)	_____
_____	SWORD (R: 30', D: 1r./lvl, E: sp)	_____
_____	TELEPORT ANY OBJECT (R: T, D: Inst., E: 1 item)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MIND BARRIER* (R: 10', D: 1hr./lvl, E: sp)	_____
_____	PERMANENCE (R: 10', D: P, E: 1 effect)	_____
_____	POLYMORPH ANY OBJECT (R: 240', D: sp, E: 1 item)	_____
_____	POWER WORD BLIND (R: 120', D: sp, E: sp)	_____
_____	SYMBOL (R: T, D: P, E: 1 symbol)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

NINTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	METEOR SWARM (R: 240', D: Inst., E: sp)	_____
_____	POWER WORD KILL (R: 120', D: Inst., E: sp)	_____
_____	PRISMATIC WALL (R: 60', D: 6t., E: sp)	_____
_____	SHAPECHANGE (R: 0, D: 1t./lvl, E: sp)	_____
_____	TIMESTOP (R: 0, D: 2-5r., E: sp)	_____
_____	WISH (R: sp, D: sp, E: sp)	_____

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CLERIC/DRUID SPELL LIST

Character: _____ **Player:** _____

LEVEL ONE SPELLS:

Prayed For	Spell	Available
_____	CURE LIGHT WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DETECT EVIL (R: 120′, D: 6t., E: sp)	_____
_____	DETECT MAGIC (R: 0, D: 2t., E: within 60′)	_____
_____	LIGHT (R: 120′, D: 12t., E: 30′ d.)	_____
_____	PROTECTION FROM EVIL (R: 0, D: 12t., E: CL)	_____
_____	PURIFY FOOD AND WATER (R: 10′, D: P, E: sp)	_____

LEVEL TWO SPELLS:

Prayed For	Spell	Available
_____	BLESS* (R: 60′, D: 6t., E: 20′ sq.)	_____
_____	FIND TRAPS (R: 0, D: 2t., E: traps within 30′)	_____
_____	HOLD PERSON* (R: 180, D: 2t., E: 1 creature)	_____
_____	KNOW ALIGNMENT* (R: 0, D: 1r., E: sp)	_____
_____	RESIST FIRE (R: 30′, D: 2t., E: 1 creature)	_____
_____	SILENCE 15′ RADIUS (R: 180′, D: 12t., E: 30′ d.)	_____

LEVEL THREE SPELLS:

Prayed For	Spell	Available
_____	CONTINUAL LIGHT* (R: 120′, D: P, E: 60′ sphere)	_____
_____	CURE BLINDNESS (R: T, D: P, E: 1 creature)	_____
_____	CURE DISEASE* (R: 30′, D: P, E: 1 creature)	_____
_____	GROWTH OF ANIMAL (R: 120′, D: 12t., E: sp)	_____
_____	LOCATE OBJECT (R: 0, D: 6t., E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____

LEVEL FOUR SPELLS:

Prayed For	Spell	Available
_____	ANIMATE DEAD (R: 60′, D: P, E: sp)	_____
_____	CREATE WATER (R: 10′, D: 6t., E: sp)	_____
_____	CURE SERIOUS WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DISPEL MAGIC (R: 120′, D: P, E: 20′ cube)	_____
_____	NEUTRALIZE POISON* (R: T, D: P, E: sp)	_____
_____	PROTECTION FROM EVIL 10′ R. (R: 0, D: 12t., E: sp)	_____

LEVEL FIVE SPELLS:

Prayed For	Spell	Available
_____	COMMUNE (R: 0, D: 3t., E: 3 questions)	_____
_____	CREATE FOOD (R: 10′, D: P, E: sp)	_____
_____	DISPEL EVIL (R: 30′, D: 1t., E: sp)	_____
_____	INSECT PLAGUE (R: 480′, D: 1 day, E: 1 30′ swarm)	_____
_____	QUEST* (R: 30′, D: sp, E: sp)	_____
_____	RAISE DEAD* (R: 120′, D: P, E: sp)	_____

LEVEL SIX SPELLS:

Prayed For	Spell	Available
_____	ANIMATE OBJECTS (R: 60′, D: 6t., E: sp)	_____
_____	FIND THE PATH (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	SPEAK WITH MONSTERS* (R: 0/60′, D: 1r./ lvl, E: sp)	_____
_____	WORD OF RECALL (R: 0, D: Inst., E: sp)	_____
_____	AERIAL SERVANT (R: 60′, D: 1 day/lvl, E: sp)	_____
_____	BARRIER* (R: 60′, D: 12t., E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	EARTHQUAKE (R: 120 yds., D: 1t., E: sp)	_____
_____	HOLY WORD (R: 0, D: Inst., E: sp)	_____
_____	RAISE DEAD FULLY* (R: 60′, D: P, E: sp)	_____
_____	RESTORE* (R: T, D: P, E: sp)	_____
_____	SURVIVAL (R: T, D: 1hr./lvl, E: sp)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

FIRST LEVEL SPELLS:

Prayed For	Spell	Available
_____	REMOVE FEAR* (R: T, D: 2t., E: sp)	_____
_____	RESIST COLD (R: 0, D: 6t., E: within 30′)	_____
_____	FAERIE FIRE (R: 60′, D: 1r./lvl, E: sp)	_____
_____	LOCATE (R: 0, D: 6t., E: sp)	_____
_____	PREDICT WEATHER (R: 0, D: 12hrs., E: sp)	_____
_____	DETECT DANGER (R: 5 ft./lvl, D: 1hr., E: sp)	_____

SECOND LEVEL SPELLS:

Prayed For	Spell	Available
_____	SNAKE CHARM (R: 60′, D: 2-5r. OR t., E: sp)	_____
_____	SPEAK WITH ANIMALS (R: 0, D: 6t., E: sp)	_____
_____	OBSCURE (R: 0, D: 1t./lvl, E: sp)	_____
_____	PRODUCE FIRE (R: 0, D; 2t./lvl, E: sp)	_____
_____	WARP WOOD (R: 240′, D: P, E: sp)	_____
_____	HEAT METAL (R: 30′, D: 7r., E: sp)	_____

THIRD LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH THE DEAD (R: 10′, D: 1r./lvl, E: sp)	_____
_____	STRIKING (R: 30′, D: 1t., E: 1 weapon)	_____
_____	CALL LIGHTNING (R: 360′, D: 1t./lvl, E: 8d6 damage)	_____
_____	HOLD ANIMAL (R: 180′, D: 1t./lvl, E: sp)	_____
_____	WATER BREATHING (R: 30′, D: 1 day, E: 1 creature)	_____
_____	PROTECTION FROM POISON (R: T, D: 1t./lvl, E: sp)	_____

FOURTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH PLANTS (R: 0, D: 3t., E: sp)	_____
_____	STICKS TO SNAKES (R: 120′, D: 6t., E: sp)	_____
_____	CONTROL TEMP. 10′ RADIUS (R: 0, D: 1t./lvl, E: sp)	_____
_____	PLANT DOOR (R: 0, D: 1t./lvl, E: sp)	_____
_____	PROTECTION FROM LIGHTNING (R: T, D: 1t./lvl, E: sp)	_____
_____	SUMMON ANIMALS (R: 360′, D: 3t., E: sp)	_____

FIFTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CURE CRITICAL WOUNDS* (R: T, D: P, E: 3d6 + 3 HP)	_____
_____	TRUESIGHT (R: 0, D: 1t. + 1r/lvl, E: sp)	_____
_____	ANTI-PLANT SHELL (R: 0, D: 1r/lvl, E: sp)	_____
_____	CONTROL WINDS (R: 10′r./lvl, D: 1t./ lvl, E: sp)	_____
_____	PASS PLANT (R: 0, D: Inst., E: sp)	_____
_____	DISSOLVE (R: 240′, D: 3d6 days, E: sp)	_____

SIXTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CREATE NORMAL ANIMALS (R: 30′, D: 10t., E: 1/3/6)	_____
_____	CUREALL (R: T, D: P, E: sp)	_____
_____	ANTI-ANIMAL SHELL (R: 0, D: 1t./lvl, E: sp)	_____
_____	TRANSPORT THROUGH PLANTS (R: Infinite, D: Inst.,)	_____
_____	SUMMON WEATHER (R: 5 Miles +, D: 6t./lvl, E: sp)	_____
_____	TURN WOOD (R: 30′, D: 1t./lvl, E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	WISH (R: sp, D: sp, E: sp)	_____
_____	WIZARDRY (R: 0, D: 1t., E: sp)	_____
_____	CREEPING DOOM (R: 120′, D: 1r./lvl, E: sp)	_____
_____	METAL TO WOOD (R: 120′, D: P, E: sp)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____
_____	SUMMON ELEMENTAL (R: 240′, D: 6t., E: 16 HD)	_____

Note: this listing includes all spells that appear in the D&D Basic, Expert, Companion, and Masters rulesets.

ABBREVIATIONS:

R: RANGE
T...Touch
sp..special

D: DURATION
P...Permanent
C...Concentration

E: EFFECT

r	... radius	r.,	... round(s)	cu	... cubic
d	... diameter	t.,	... turn(s)	sp	... special
Inst	... Instantaneous	lvl	... level	/	... per (level)

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DOMINION WORKSHEET

BE IT KNOWN THAT the dominion of _____ in

the lands of _____ is

ruled by the great and powerful _____ ,

vassal of _____ ;

SO THAT YE MAY KNOW this land is ruled with wisdom and skill, BEHOLD:

For the month _____

_____

POPULATION:

1. Last recorded census (number of peasant families) _____
2. Population Growth: (percent) _____ %
3. New Peasant Families (line 1 times line 2) _____

4. New Census Rolls (add lines 1 and 3) _____

INCOME:

5. Remaining Treasury Reserve (from previous month) _____
6. Standard Income (enter sum from line 4) _____
7. Tax Income
   a. GP Tax per peasant family _____
   b. Tax Income (multiply line 6 by line 7a) _____
8. Resource Income
   a. Animal Resource (2GP times line 6) _____
   b. Vegetable Resource (1 GP times line 6) _____
   c. Mineral Resource (3 GP times line 6) _____
9. Salt Tax (or Vassalage) Income _____

10. Current Treasury (add lines 5 through 9) _____
11. Current Treasury Cash Reserves
    a. Cash Base (20-50%; DM determines) _____
    b. Cash on hand (multiply line 10 by line 11a) _____

EXPENSES:

12. Payment to Liege Lord (multiply line 10 by .2) _____
13. Payment of tithe (multiply line 10 by .1) _____
14. Debt Payments (if any) _____
15. Salaries
    a. Position: _____ Amount: _____
    b. Position: _____ Amount: _____
    c. Position: _____ Amount: _____
    d. Position: _____ Amount: _____
    e. Position: _____ Amount: _____
    f. Position: _____ Amount: _____
    g. Position: _____ Amount: _____
    h. Position: _____ Amount: _____
    i. Position: _____ Amount: _____
    j. Position: _____ Amount: _____
    k. Total Salaries (add lines 15a through 15k) _____
16. Special Expenses (visits, holidays, etc.) _____

17. Total Expenses (add lines 12 through 16) _____

ADJUSTED INCOME:

18. Current Treasury (enter line 10) _____
19. Current Expenses (enter line 17) _____
20. Adjusted Income (subtract line 19 from line 18) _____

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Official Game Accessory

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Dungeons & Dragons®

Official Game
Accessory

CHARACTER RECORD SHEETS

TSR, Inc.

Steve Winter
Player's Name

Bruce Heard
Dungeon Master

Theodore Baldric
Character's Name

Lawful
Alignment

Halfling
Class

2
Level

Character Sketch or Symbol

6	d6	9
Armor Class	Hit Die	Hit Points

ABILITIES:		ADJUSTMENTS:	SAVING THROWS:	
12	STRENGTH	____ to melee hit, melee damage, open doors rolls	8	POISON or DEATH RAY
8	INTELLIGENCE	-1 (see Intelligence adjustments in rulebook for number of languages)	9	MAGIC WAND
11	WISDOM	____ on magic-based saving throws	10	TURN TO STONE or PARALYSIS
14	DEXTERITY	+1 to missile fire hit rolls, modifies AC	13	DRAGON BREATH
13	CONSTITUTION	+1 to hit die rolls for hit points	12	SPELLS or MAGIC STAFF
10	CHARISMA	____ to reaction rolls, also determines retainer morale		

LANGUAGES: Common (read + write simple words), Lawful

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

-2 AC bonus when attacked by larger-than-man-size creatures
+1 bonus to hit with missile weapons
Hide in shadows

HIT ROLL TABLE

TARGET AC:	9	8	7	6	5	4	3	2	1	0
HIT ROLL NEEDED	10	11	12	13	14	15	16	17	18	19

HIT ROLL ADJUSTMENTS

Melee	Missile
Ø	+2

DUNGEONS & DRAGONS® Character Record Sheet

Player's Name

Dungeon Master

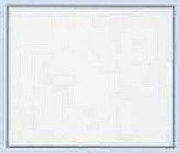
Character's Name

Alignment

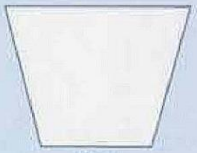
Class

Level

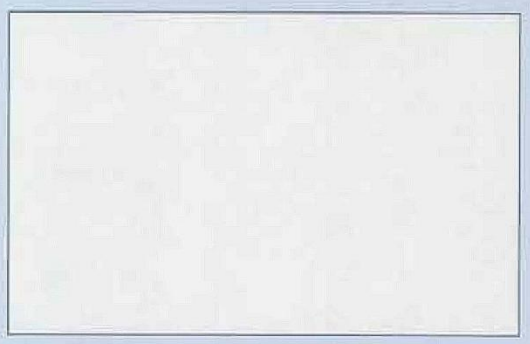
Armor Class



Hit Die



Hit Points



Character Sketch or Symbol

ABILITIES:		ADJUSTMENTS:	SAVING THROWS:
	STRENGTH	_____ to melee hit, melee damage, open doors rolls	POISON or DEATH RAY
	INTELLIGENCE	_____ (see Intelligence adjustments in rulebook for number of languages)	MAGIC WAND
	WISDOM	_____ on magic-based saving throws	TURN TO STONE or PARALYSIS
	DEXTERITY	_____ to missile fire hit rolls, modifies AC	DRAGON BREATH
	CONSTITUTION	_____ to hit die rolls for hit points	SPELLS or MAGIC STAFF
	CHARISMA	_____ to reaction rolls, also determines retainer morale	

LANGUAGES: _____

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

HIT ROLL TABLE

TARGET AC:	9	8	7	6	5	4	3	2	1	0	HIT ROLL ADJUSTMENTS Melee	Missile
HIT ROLL NEEDED												

DUNGEONS & DRAGONS® Character Record Sheet

EQUIPMENT CARRIED

MAGICAL ITEMS	NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

PP: GEMS:
GP:
EP:
SP:
CP:

TOTAL VALUE:

EXPERIENCE

Prime Requisite Score ☐ Bonus/Penalty ☐

Needed for next level: _____

DUNGEONS & DRAGONS® Character Record Sheet

Player's Name

Dungeon Master

Character's Name

Alignment

Class

Level

Armor Class

Hit Die

Hit Points

Character Sketch or Symbol

ABILITIES:		ADJUSTMENTS:	SAVING THROWS:
	STRENGTH	_____ to melee hit, melee damage, open doors rolls	POISON or DEATH RAY
	INTELLIGENCE	_____ (see Intelligence adjustments in rulebook for number of languages)	MAGIC WAND
	WISDOM	_____ on magic-based saving throws	TURN TO STONE or PARALYSIS
	DEXTERITY	_____ to missile fire hit rolls, modifies AC	DRAGON BREATH
	CONSTITUTION	_____ to hit die rolls for hit points	
	CHARISMA	_____ to reaction rolls, also determines retainer morale	SPELLS or MAGIC STAFF

LANGUAGES: _____

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

HIT ROLL TABLE

TARGET AC:	9	8	7	6	5	4	3	2	1	0	HIT ROLL ADJUSTMENTS Melee	Missile
HIT ROLL NEEDED												

DUNGEONS & DRAGONS® Character Record Sheet

EQUIPMENT CARRIED

MAGICAL ITEMS	NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE		EXPERIENCE
PP:	GEMS:	
GP:		
EP:		
SP:		Prime Requisite Score ☐ Bonus/Penalty ☐
CP:		
TOTAL VALUE:		Needed for next level: _____

EQUIPMENT CARRIED

MAGICAL ITEMS

Dagger which can tell direction

Cloak which withstands all cold

NORMAL ITEMS

shortsword (1d6)

shortbow (50/100/150, 1d6)

leather armor & shield

16 arrows

Backpack

Lantern & oil

8 spikes & hammer

Tinder Box

Rations, 1 week

OTHER NOTES including places explored, people & monsters met

has explored 1st level, east wing of 2d level of catacombs beneath Ragnar Keep.

Worked as scout for Lord Lionheart's expedition into the Barrens.

MONEY and TREASURE

PP:
GP: 24
EP:
SP: 112
CP:

GEMS: 500 GP ruby

TOTAL VALUE: 535.2 gold

EXPERIENCE

2,412

Prime Requisite Score 12/14 Bonus/Penalty +5%

Needed for next level: 4,000

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